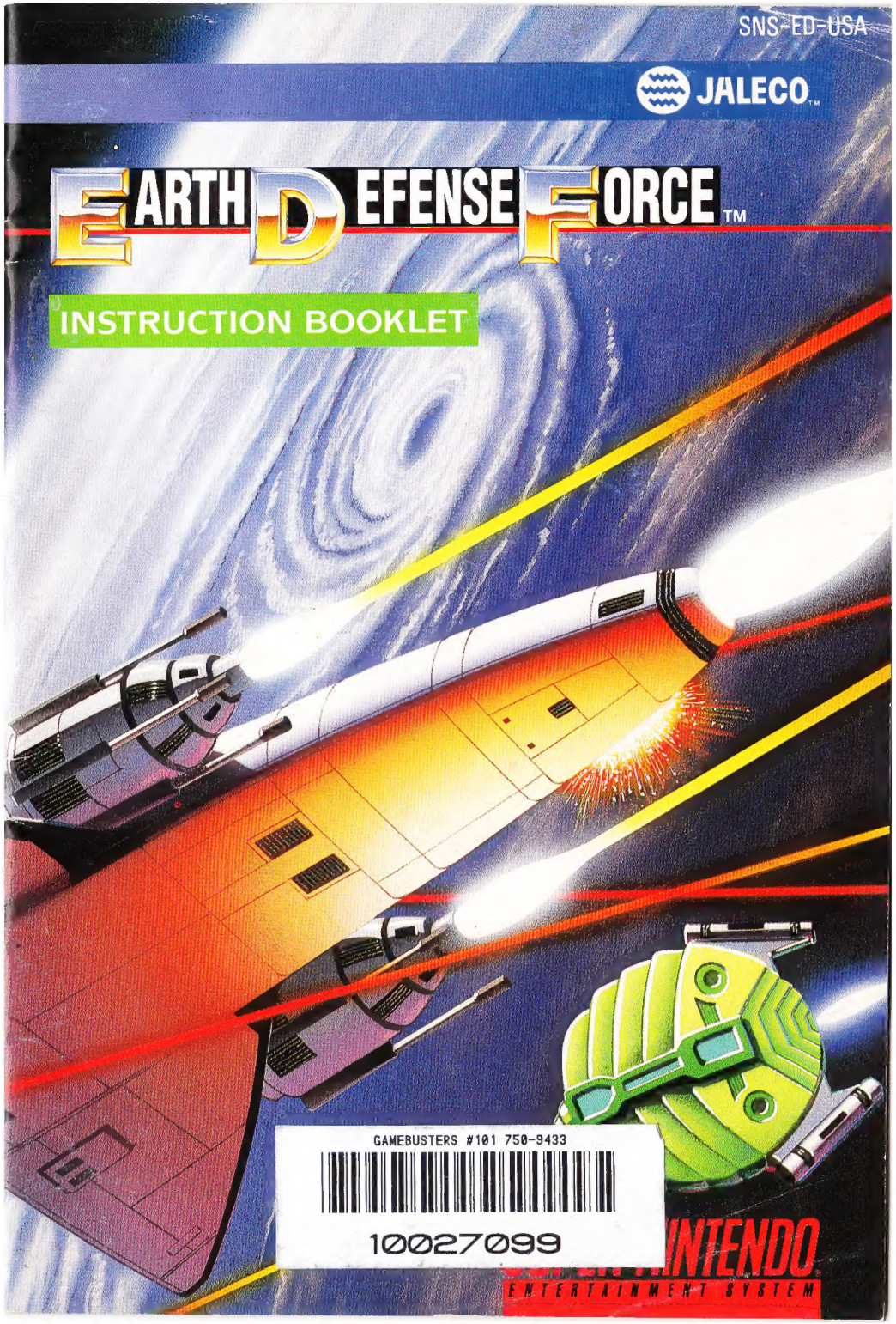
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NINTENDO
ENTERTAINMENT SYSTEM

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TABLE OF CONTENTS

THE BRIEFING..... 5
OBJECT OF THE GAME..... 6
GETTING STARTED..... 8
OPTIONS..... 9
CONTROLLER FUNCTIONS..... 10
ON-SCREEN DISPLAYS..... 10
THE STAGES..... 12
MORE ABOUT THE SATELLITE SHIPS..... 14
CHOOSING A WEAPON..... 15
KNOWING THE SCORE..... 16
GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*..... 17
TAKING CARE OF YOUR JALECO GAME..... 18

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- **WIN FREE GAMES**
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Welcome to the club!

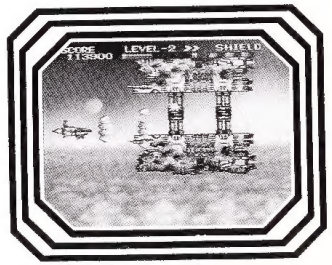
THE BRIEFING

Date: September 14, 4129
Location: E.D.F. Headquarters, Planet Earth
Subject: Fate of the Universe

Welcome to E.D.F. Headquarters, Commander. You've volunteered for the mission of a lifetime — a life-or-death struggle against the forces of evil in the universe. First, a little background. As you know, our universe has been at peace for the last 2000 years, ever since the Union of Federated Planets was formed to promote harmony and understanding between the thousands of member races. Now, that peace is threatened.

A mysterious organization known only as AGYMA has been plotting to gain power and plunge the universe into chaos. Already, trouble is brewing in a distant corner of Galaxy Zena-2. AGYMA forces attacked civilian populations on Urasium and Mentar, igniting a centuries-old feud between the two neighboring planets. Reports of similar disturbances continue to come in from other galaxies and solar systems — all of them the work of this one sinister organization.

By infiltrating AGYMA, the Galactic Intelligence Force has learned just in time of its next deadly mission: annihilation of the Earth, charter member of the Union of Federated Planets and home to the Union Council. AGYMA forces have already set up home bases at several Earth locations, including a heavily fortified stronghold on the far side of the moon.



The only hope of stopping this ruthless conspiracy is E.D.F. — Earth Defense Force — and the latest in its line of special mechanized fighters, the XA-1. Outfitted with eight deadly weapons and accompanied by two smaller

satellite ships, the XA-1 represents state-of-the-art battle technology... the best Earth has to offer.

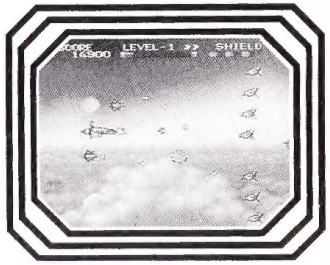
You must now proceed immediately to the launch site, where you'll take the controls of the XA-1 and lead the counter-offensive in a last ditch attempt to save the Earth and thwart AGYMA's goal of universal domination. Your mission: Attack AGYMA strongholds and destroy the six Big Bosses who control the organization. It won't be easy — they're protected by tons of mechanized armor and heavily guarded by a host of renegade forces. If you succeed, your name will go down in history. If you fail, well... let's not even consider *that* possibility. Just get out there and give it everything you've got. And by the way — good luck!

OBJECT OF THE GAME

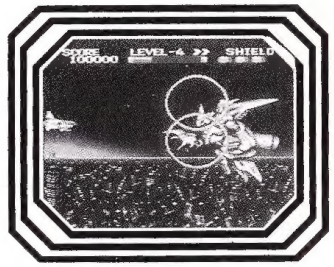
E.D.F. is a high-speed, super-charged one-player game packed with amazing 3-D graphics, dynamite music and sound effects and non-stop action that's guaranteed to keep you on the edge of your seat. Once you start playing, you won't want to stop until you know every maneuver and enemy ambush like the back of your hand. As we like to say, "it's outta this world!"

What To Do

There are six stages in E.D.F., each of them more difficult than the last. In order to win the game you must defeat the enemy in all six stages as hundreds of alien fighters attack your ship from all sides. The enemy ships come in a weird assortment of shapes and sizes: Tanks with wings. Dive bombs. Flying hands that hurl deadly fireballs. Spinning discs. Killer bees, and mechanized creatures of every description. Don't be fooled by these disguises — every one of them is out



to get you. To survive, just follow this simple rule of thumb: If it moves, shoot it down.

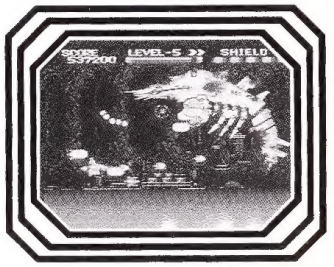


At the end of each stage you confront a Big Boss, whose job it is to see that you don't make it back home in one piece. Some stages also have a Middle Boss — not quite as deadly as the Big Boss, but no piece of cake, either. How do you recognize the Big Boss? It's easy. When you see the lightning bolts, you'll know there's trouble ahead. With a little experience you'll know just what to do. Don't be discouraged if you get shot down at first — it's happened to the best of us.

Play It Again, Sam

There are four XA-1 fighter ships at your disposal. Each time you lose one you're given the option of continuing with the next ship or starting over. When the last one bites the dust, the game ends. Each ship has up to three shields, depending on the number you choose on the Config Screen. These shields protect the XA-1 from damage, but are themselves destroyed by enemy fire. Once your shields are gone, the ship is vulnerable and will be destroyed if shot. A little friendly advice — start out with all three shields. Later on, you can drop one or two for a real challenge.

The Arsenal



The XA-1 has access to eight different types of weapons. Each of these weapons provides its own unique advantages, as described later on. You're allowed to use only one weapon at a time. Experiment with each weapon until you find the one that best suits your fighting strategy. The more experience you gain as a fighter, the more powerful your weapons become. You can

switch weapons during the game, but only between stages or after you lose one of your ships.

Experience Counts
As your battle skills improve, so does your experience level. You begin at Level 1 and can progress to Level 5 by shooting as many of the alien ships as possible. With each new level, your weapons gain greater firepower. You'll notice the improvement right away — the shots look different on the screen and it takes less of them to destroy an enemy ship.

A Little Help From Your Friends
You are accompanied by two smaller satellite ships which can assume up to four different formations during battle. Unlike the XA-1, these satellite ships are indestructible. Like your weapon power, the types of formations available to you depend on your experience level. The more experience you get, the more options you will have. Each formation is described in further detail later on in this manual.

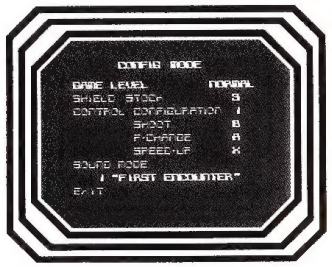
Now you know what to do — so get out there and start shooting!

GETTING STARTED

1. Place the *E.D.F.* Game Pak into your Super Nintendo Entertainment System® and turn on the unit. The title will begin to scroll by. Press any button to bypass this sequence.
2. When the title screen appears, your options are START and CONFIG. Press START to begin the game. To change the game configuration, highlight CONFIG using the Control Pad (or SELECT), then press START.
3. If you select neither option, a demo sequence will begin. Press START to exit the demo sequence and return to the title screen.

OPTIONS

You have five options available to you on the Config Mode Screen. Use the Control Pad to highlight each option. Unless otherwise indicated, press the **A**, **B**, **X**, or **Y** button to change that option. When your selection is complete, press START to return to the Title Screen.



Game Level
Choose NORMAL or HARD.

Shield Stock
Choose 1, 2, or 3. This number indicates how many shields your XA-1 will have in battle. When the last shield is lost, the XA-1 will be destroyed.

Control Configuration
This option allows you to change the buttons used to control the XA-1 during battle. There are six combinations using the **A**, **B**, **X**, **Y**, **L**, and **R** buttons.

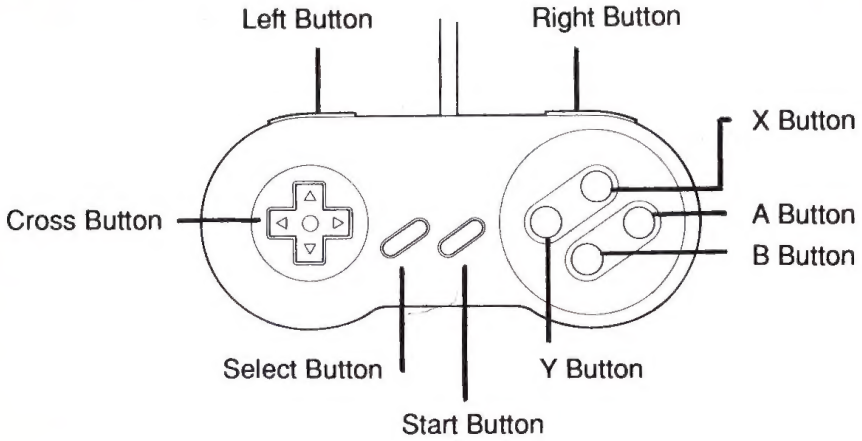
The standard configuration (1) is:

SHOOT	**B** button
FORMATION CHANGE	**A** button
SPEED UP	**X** button

Sound Mode
This option allows you to hear all of the music that occurs during the game. There are nine selections in all. Press the **A** button to change music selections, then press the **B** button to play that selection.

Exit
Select EXIT to return to the Title Screen.

CONTROLLER FUNCTIONS DURING A GAME



CONTROL PAD: Move the XA-1 up, down, left or right.

A BUTTON: Change the satellite ship formation.

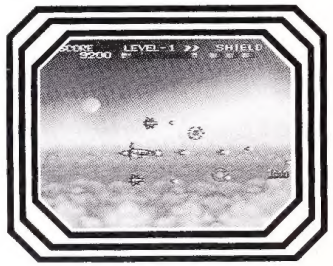
B BUTTON: Fire your weapon.

X BUTTON: Change your ship speed (slow, medium, or fast).

START: Pause the game.

ON-SCREEN DISPLAYS

During the game, a number of indicators are displayed at the top of the screen.



SCORE

Your current score is displayed in the upper left corner of the screen.

LEVEL

The current Level (1-5) is indicated at the top center of the screen. The level number indicates your experience. Beneath the level number, an experience bar indicates how close you are to reaching the next level. When the bar turns completely orange, the words LEVEL UP appear and the level indicator increases by one. With each new level, your weapons gain greater firepower and the variety of satellite ship formations available to you increases.

SPEED

Your speed is indicated by the number of arrows displayed to the right of the level number:

> = Slow **>>** = Medium **>>>** = Fast

You begin each battle at the medium speed and can change your speed at any time during play by pressing the **X** button one or more times. The speed you set remains in effect until you change it or until the game ends.

SHIELDS

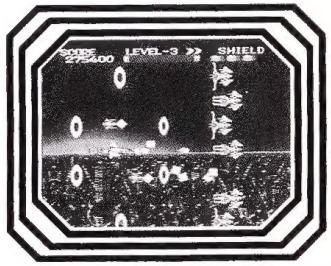
Depending on how you have set this option on the Config Screen, you will see either one, two, or three shields in the upper right corner of the screen at the beginning of each battle. These shields protect your XA-1 but are themselves destroyed by enemy fire. When the last shield has been eliminated, your ship is vulnerable and can be shot down by the enemy.

THE STAGES

Stage 1: First Encounter

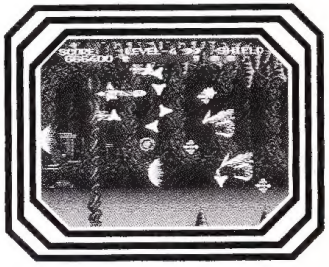
Your first exposure to the AGYMA Empire. You'll be flying a daylight mission over the Earth. Watch out for enemy ships armed with deadly lasers and radioactive fuel rods. If you want a shot at the Big Boss, you'll have to make it past the Middle Boss in this stage.

Stage 2: Midnight Intercept



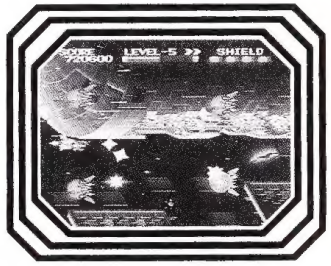
A nighttime mission over the city of Megalopolis, now under the control of the AGYMA Empire. The enemy adds plasma beams and ripple lasers to its arsenal of weapons, testing your skill in strike and evade maneuvers. Look out for surprise attacks behind you.

Stage 3: Deep Blue Cave



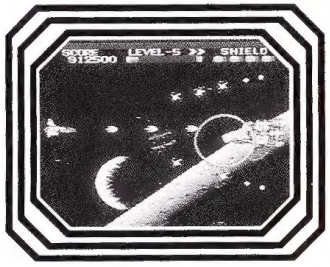
Your third mission is in a huge underwater cavern that AGYMA has converted into a hidden base. Don't be discouraged by the wrecked hulls of E.D.F. naval ships filling the water below. Fight and destroy the Middle Boss to reach the big showdown at the end of this stage.

Stage 4: Space Ambush



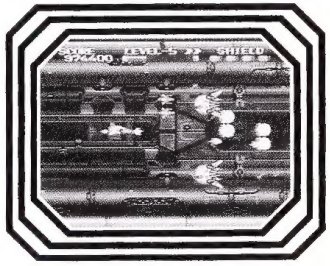
You leave the Earth and head toward AGYMA's fortress on the far side of the moon. Fighting begins as you approach the Space Colony. The Big Boss on this stage is determined to stop you at all costs, using satellite ships of its own that fire search lasers at the XA-1.

Stage 5: Lunar Landing



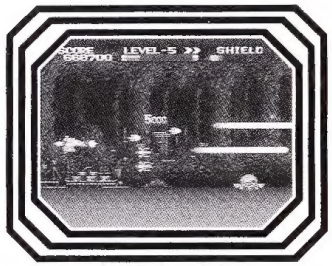
As you approach AGYMA's lunar base, enemy defense forces are there to greet you. If you survive the meteor shower, a Middle Boss attacks with super-charged, heat-seeking photon lasers. The Big Boss guarding the base is equipped with ice armor, which also becomes its weapon in the final attack as it twists and turns to evade your fire.

Stage 6: Final Fortress



At last, you're inside AGYMA headquarters! Now the real battle begins, as you fly through the steel fortress protected by hordes of enemy fighters and a computerized defense system. It'll take every ounce of skill and determination you possess (not to mention a little luck) to survive the final challenge and come out a winner!

MORE ABOUT THE SATELLITE SHIPS



Each XA-1 is accompanied by two smaller satellite ships. These ships are invincible and cannot be harmed by enemy fire. The satellite ships can assume up to four different formations during battle, depending on your experience level. Use the **A** button to change formations.

The formation you choose affects the way your weapon performs. In Union formation, the XA-1 fires powerful single shots. In all other formations, the XA-1 and its satellite ships each fires a weapon to produce a rapid shot effect. Rapid shots are not as powerful as single shots but can hit a greater number of targets in the same amount of time. The satellite ship formations are:

UNION (Levels 1-5)
The satellite ships are united with the XA-1 and provide extra protection for the front part of the ship. If that part of the XA-1 is hit by enemy fire (other than lasers), the ship will not be damaged.

ROLLING (Levels 1-5)
The satellite ships circle around the XA-1, protecting it from any enemy fire that they intercept.

SHADOW (Levels 3-5)
The satellite ships follow the XA-1, shadowing its movement.

HOMING (Level 5)
The satellite ships take up position behind the XA-1. When enemy ships appear, they home in on the targets and destroy them.

CHOOSING A WEAPON

Once you press START to begin the game, the Weapons Screen appears. You may choose from eight weapons. Only one weapon is active at a time, and you may change weapons only at the beginning of each battle sequence (after losing an XA-1).

Weapons are ranked according to three factors: Shot Speed, Shot Power and Rapid Shot. Each factor is scored as A (excellent), B (fair) or C (poor).

The weapons are:

VULCAN

Shot spread out in a fan-shaped pattern.

Shot Speed	A
Shot Power	C
Rapid Shot	B

LASER

Concentrated shots cause severe damage at the point of impact.

Shot Speed	B
Shot Power	B
Rapid Shot	C

ATOMIC

When an atomic shot hits an enemy ship or is hit by enemy fire, it explodes over a wide area and engulfs all enemy ships around it. It is not effective against laser fire.

Shot Speed	B
Shot Power	A
Rapid Shot	C

HOMING

Shots home in on enemy ships.

Shot Speed	B
Shot Power	C
Rapid Shot	A

EXPLODE

Shots explode on impact and destroy all enemy ships in the area.

Shot Speed	A
Shot Power	B
Rapid Shot	C

SEARCH LASER

Slow, powerful shots that home in on the closest enemy ship.

Shot Speed	C
Shot Power	A
Rapid Shot	A

PHOTON

Hold the **B** button to accumulate energy, then release it to fire a powerful shot that can pass through objects.

Shot Speed	A
Shot Power	A
Rapid Shot	C

GRENADE

These air mines explode at timed intervals, or when touched by an enemy ship or enemy fire.

Shot Speed	C
Shot Power	A
Rapid Shot	C

Move the Control Pad up or down to highlight a weapon. Each weapon's effectiveness rankings are displayed in the upper right corner of the screen when that weapon is highlighted. Press any button to select the highlighted weapon and begin the game. After choosing a weapon, you'll see your ship being launched from E.D.F. Command Central. As luck would have it the enemy is waiting for you, so come out firing!

KNOWING THE SCORE

When the High Score Screen appears, use the Control Pad to move the cursor to a letter, then press the **B** button to select that letter. You may enter up to eight letters or characters. When you have finished entering your name, move the cursor to the lower right corner of the character grid and select EX to exit this screen.

THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

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- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Super Nintendo Entertainment System® ("Super NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco U.S.A. Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the Super NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the SUPER NES with respect to the receiver.
—Move the SUPER NES away from the receiver.
—Plug the SUPER NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

ADVISORY

READ BEFORE USING YOUR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may expereince seizures while watching some kinds of television pictures or playing certain videogames. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing videogames: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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